

PORTLAND RETRO GAMING EXPO 2022



Presented by  whatnot

BLOCKBUSTER[®] EXPERIENCE

BE KIND AND REWIND TO A SIMPLER TIME.

**THE BLOCKBUSTER WORLD VIDEO GAME CHAMPIONSHIP
IS BACK AT THE PORTLAND RETRO GAMING EXPO!**

In the mid-'90s, at the height of the Sega/Nintendo rivalry, Blockbuster held two competitions retro gamers fondly remember.

Hosted by the Portland Retro Gaming Expo and powered by Double Jump Events, the Blockbuster World Video Game Championship 3 will create new memories for a new generation and is free to enter for all PRGE attendees!

PRGE has teamed up with Blockbuster to recreate their iconic store for the weekend! Swing by the Blockbuster Experience room to grab an updated Blockbuster card and chat with Sandi Harding, the General Manager of the last Blockbuster on the planet. Be kind and rewind to a simpler time; a different time when the Sega Saturn dominated the 32-bit wars and the Atari Jaguar was the best-selling cartridge-based 64-bit system. A time when the Blockbuster World Video Game Championship 3 is about to take place...





LOCATION:

ROOMS E145/146

DETAILS:

ROUND 1: *Saturn Bomberman*

10-player, Single Elimination, Match mode, Battle Mode, Wide Stage, Singles, No Draws, 3-minute rounds.

1st player to win three battles moves on to round 2.

ROUND 2: *Downfall OG Plus*

Each player will have three attempts to post a high score on *Downfall OG Plus* for the Atari Jaguar.

The top three high scores will win the prizes listed below.

SCHEDULE:

FRIDAY: 4:00 PM - 9:00 PM — practice and registration.

SATURDAY: 9:00 AM - 11:00 AM — practice and registration.

11:30 AM — Round 1: *Saturn Bomberman* tournament begins.

SUNDAY: 11:00 AM — Round 2:

Downfall OG Plus high score challenge begins.

PRIZES:

1st Place Prize: \$1000 PRGE Exhibitor Hall Shopping Spree *

2nd Place Prize: \$500 PRGE Exhibitor Hall Shopping Spree *

3rd Place Prize: \$250 PRGE Exhibitor Hall Shopping Spree *



Whether it's a
**corporate
event, family
gathering,
or expo**

make sure your next event is



DOUBLE JUMP
EVENTS

+

SHIRO!
MEDIA GROUP

THE SEGA SATURN LOUNGE

Saturn Bomberman +
10-Player Multi-tap!



at
Retro Gaming Expo

Fighters MegaMix +
Arcade Virtua Stick Pro!



Virtual-On NetLink +
Twinstick Controllers!



Daytona CCE Link Cable +
Arcade Racing Wheels!



**OPEN
SAT & SUN
10AM-5PM**

AND MUCH MORE...

- Homebrew Games
- Translation Patches
- Sega Rally NetLink
- Racing Wheels
- Street Fighter Zero
- Virtua Sticks

TOURNAMENT SCHEDULE

11AM SATURDAY

Fighters Megamix + Virtua Stick Pro

1PM SATURDAY

Daytona USA - GGE + Talsen Link Cable

11AM SUNDAY

Virtual-On NetLink + Twin Sticks

1PM SUNDAY

Twinkle Star Sprites + Horn Sticks

- Saturn Shoot 'em up
- Tate Display
- Panzer Dragoon ZW
- Dual Mission Stick
- Rare Saturn Hardware
- Software Museum
- SHIRO! Podcast
- Meet & Greet Booth



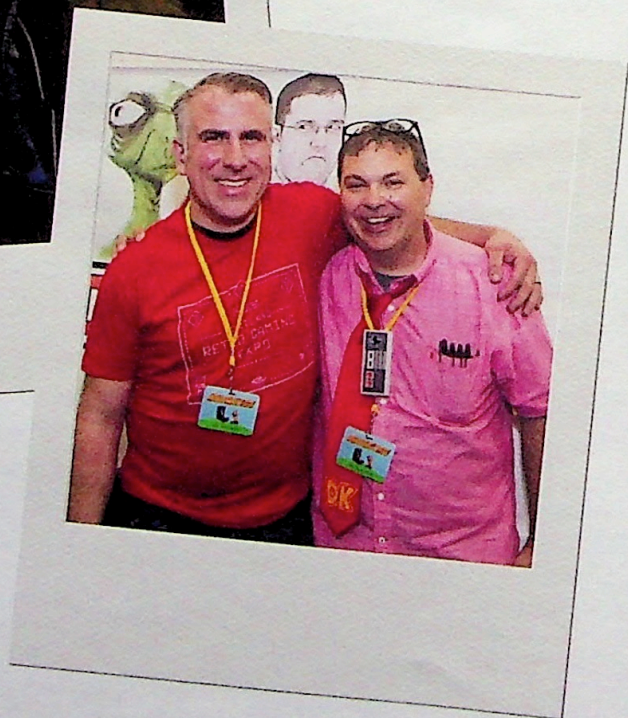
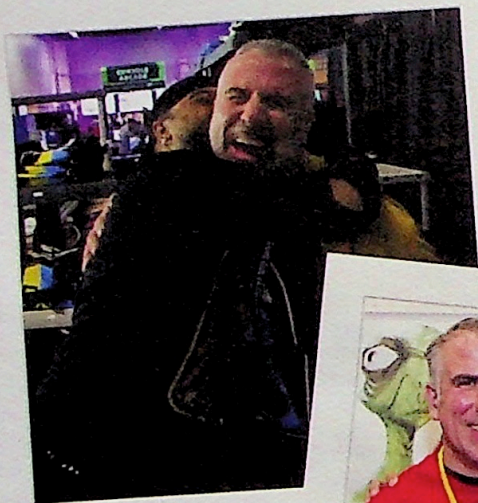
ROOM D133 - D134

THANK YOU, CHUCK!

We would like to take this opportunity to thank Chuck Van Pelt for being an important part of PRGE. Chuck has retired from the board of directors after spending over a decade helping us grow and succeed. During many of our events, Chuck would be the first to arrive and the last to leave. He organized the show on every possible level. Whether it was fixing a broken pinball machine, tracking down and picking up games for the arcade, running the live auction, or making some last minute signs just before the doors were about to open, Chuck was always there. Portland Retro Gaming Expo would not be what it is today without Chuck and his dedication. So, thank you Chuck for your invaluable contribution and leadership. Now ride off into the sunset and enjoy your retirement. Maybe you can take up playing Golf? *Golden Tee*, of course!

Sincerely,

The Staff and Volunteers of Portland Retro Gaming Expo



Dear friends,

Welcome to Portland Retro Gaming Expo 2022! For those of you attending for the first time, it's nice to meet you. For our returning champions, we missed you. In fact, it's been three years since we last saw each other. We are beyond thrilled to be back. This time away has solidified our dedication to bringing you the best show possible. Thank you for joining us! Now... press START.

2022 Preview:

The Blockbuster World Video Game Championship 3 is here! After almost 30 years, this classic tournament is making a triumphant return. In addition, we are proud to welcome the staff from The Last Blockbuster on the planet. So head over to the Blockbuster Experience (E145/E146) and witness the crowning of a new champion. You can also renew your Blockbuster membership and pick up some exclusive Blockbuster items. While there, it may be a good time to finally return those VHS tapes that you rented back in 1995...

PRGE would not be complete without the Classic *Tetris* World Championship. The excitement and competition is at an all time high and we can't wait to see who will hold up the trophy this year!

We are proud to host the premier of Rose City Bumble—our first ever *Killer Queen* tournament—happening in the Retrocade! *Killer Queen* is the world's only 10-player/5v5 strategy arcade game which makes for intense fun for players and spectators alike.

The Video Game History Foundation has returned to curate another incredible exhibit for our museum. Witness 40 years of *Ms. Pac-Man*—and her husband, too—plus the entire Nintendo 64 library, original art from Nintendo Power magazine, and more! Rooms: D135/D136

Don't miss the SEGA SATURN Lounge! This is the ultimate Saturn fan's playground with loads of multiplayer games, tournaments, hardware, homebrew, exhibits, and more! Rooms: D133/D134

The Live Auction will be unlike any other. Presented by Whatnot, there will be some extremely rare and highly sought after items up for bid. Head over to the Portland Ballroom 256/257 at 7:00 PM Saturday and behold this legendary event!

In addition, we are proud to host a wide range of panelists. They'll be covering the history of classic video games and exploring how they continue to influence generations of players and developers.

The Retrocade is our crown jewel. Experience over 40 years of classic arcade games, console games, and pinball—all of which is free to play!

For the collectors, the Exhibitor Hall is what you've been waiting for. There are over 150 vendors with everything from classic games to custom creations.

This brief overview is only a preview of what awaits. The feature is the experience that you take away and those you get to share it with.

Sincerely,

The Staff and Volunteers of Portland Retro Gaming Expo

PROGRAM GUIDE

SHOW SCHEDULE: 7

FLOOR PLANS: 8-10

AUTOGRAPH SCHEDULE: 11

EXHIBITORS: 12-13

COSPLAY CONTEST: 14

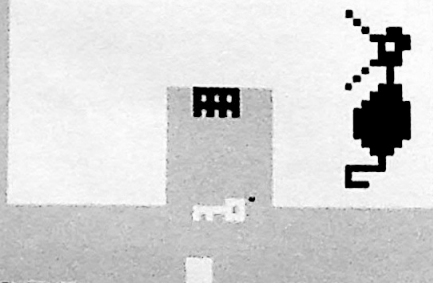
ROSE CITY BUMBLE • KILLER QUEEN TOURNAMENT: 15

CLASSIC TETRIS WORLD CHAMPIONSHIP: 16-17

PANELS & EVENTS • SATURDAY: 18-21

PANELS & EVENTS • SUNDAY: 22-24

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FIND THE KEYS TO YOUR CASTLE!**



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SHOW SCHEDULE

FRIDAY • October 14

The Retrocade is open on Friday. The Exhibitor Hall will open at 9:00 AM on Saturday morning. Panels will begin at 10:30 AM on Saturday.

11:00 AM • Presale badges can be picked up or admission can be purchased at the Will Call starting at this time. Rooms F149/F150.

12:00 PM • The Retrocade opens to the public (located in OCC Exhibit Hall E)
Food and beverages will be available for purchase inside the Retrocade until 8:00 PM

10:00 PM • PRGE closes for the evening

SATURDAY • October 15

The PRGE Exhibitor Hall, Retrocade, and auditoriums will all be open on Saturday.

Pro-tip: If you already have a badge you picked up on Friday, you can proceed directly to the line for the main hall.

7:00 AM • Presale badges can be picked up at Will Call. Rooms F149/F150

8:00 AM • Badges can be purchased at Will Call. Rooms F149/F150

9:00 AM • Exhibitor Hall and Retrocade opens for all attendees

9:00 AM - 10:00 PM • Tournaments (See pages 15-17 for details)

9:30 AM - 10:00 PM • Speakers & Panels in auditoriums

5:30 PM • Exhibitor hall closes for the day. Retrocade remains open.
Food and beverages will be available for purchase inside the Retrocade until 8:00 PM

7:30 PM - 8:00 PM • Auction Registration (See pages 21 for details)

8:00 PM - 10:00 PM • PRGE Live Auction (See pages 21 for details)

10:00 PM • PRGE closes

SUNDAY • October 16

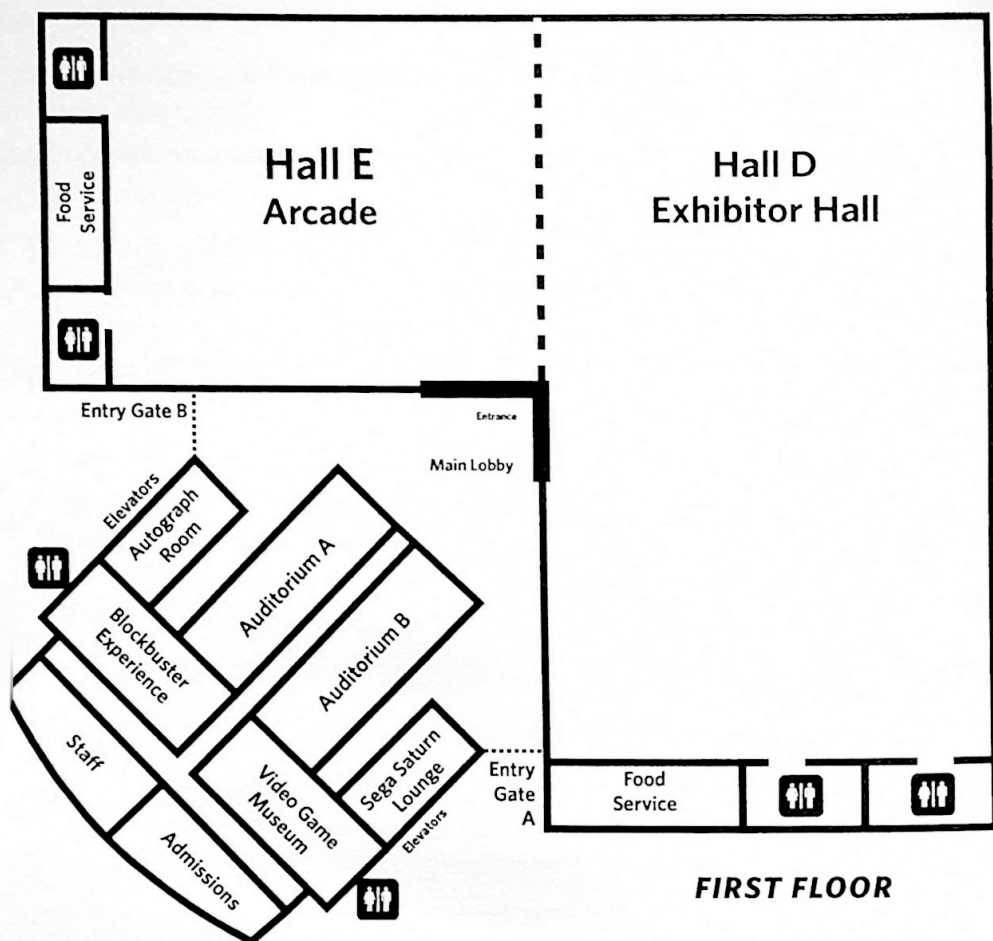
10:00 AM • Exhibitor Hall and Retrocade opens for all attendees

10:15 AM - 5:00 PM • Speakers & Panels in auditoriums

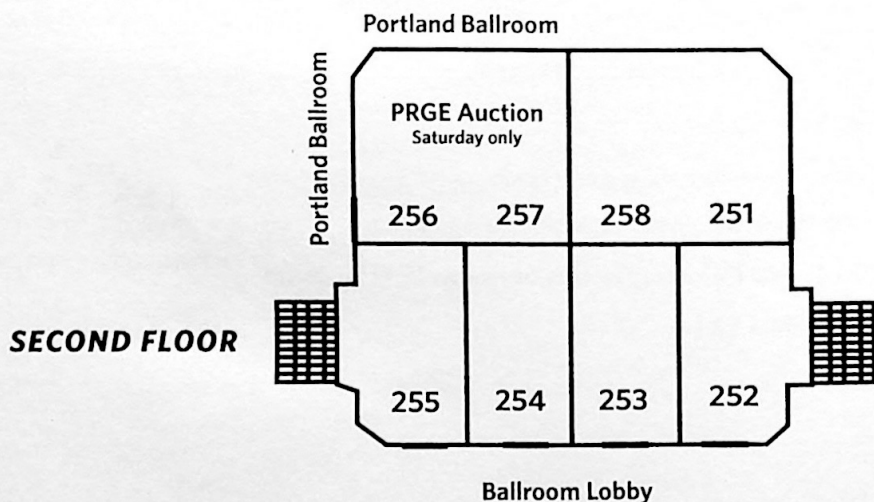
10:00 AM - 5:00 PM • Tournaments. See pages 15-17 for details

5:00 PM • PRGE Closes

FIRST FLOOR / SECOND FLOOR

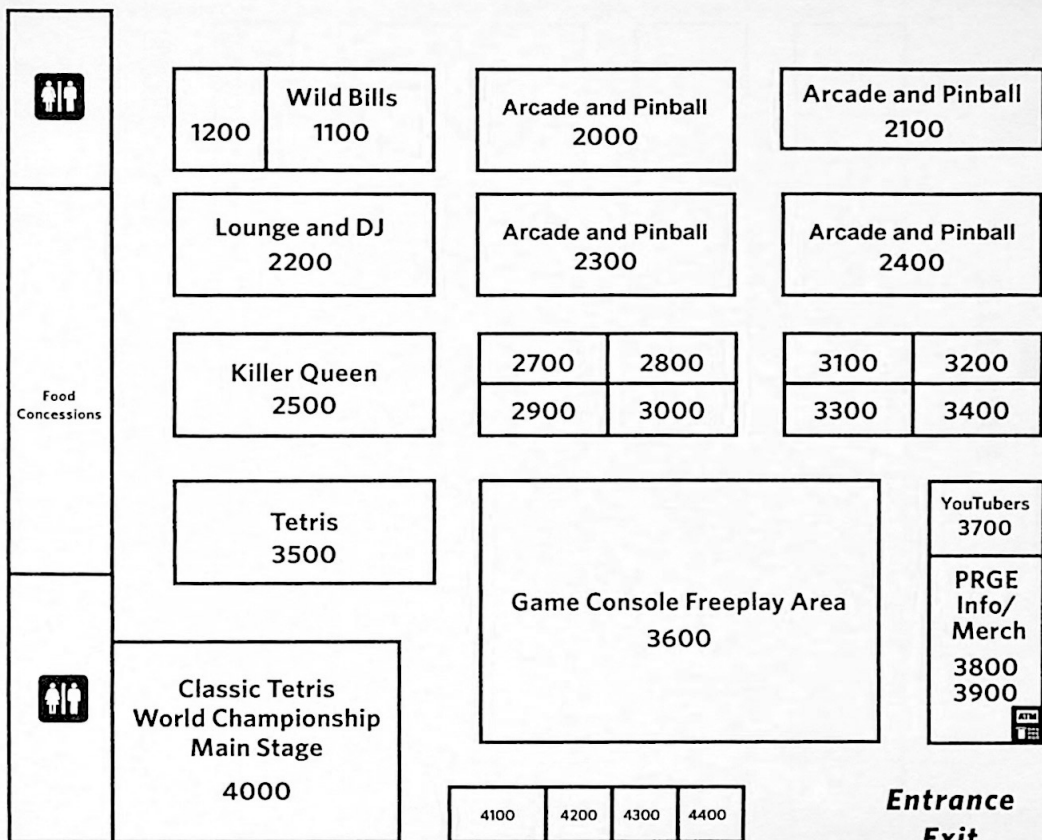


FIRST FLOOR



SECOND FLOOR

RETROCADE



EXHIBITOR HALL

EXHIBITOR HALL

RETROCADE

100	200	300	400	500	600	601
105	106	301	401	501	602	603
		303	403	503	604	605
		304	405	505	606	607
110	210	310	410	512	608	609
130	230	311	411	513	610	
140	240	313	413	514	611	612
150	250	315	415	515	613	614
160	260	320	420	522	615	616
161	261	321	421	523	617	618
163	263	322	422	524	619	620
165	265	323	423	525	621	622
167	267	324	424	536	623	624
170	270	325	425	537	625	626
171	271	330	430	538		
		331	431	539		
		333	433	540		
		335	435	541		
		340	440	542		
		342	442	543		
		341	441	544		
		343	443	545		
				546		

Food Concessions



AUTOGRAPH SCHEDULE • SATURDAY

Autograph sessions will be held in the **E147/E148**. Schedule is subject to change.

Arlo & Lockstin • 10:30 AM - 11:30 AM

Paul E. Niemeyer • 11:00 AM - 12:00 PM

Retronauts • 12:00 PM - 1:00 PM

GTO The Next Level • 12:30 PM - 1:30 PM

Howard Scott Warshaw • 1:00 PM - 2:00 PM

Stephan Reese • 1:30 PM - 2:30 PM

Caddicarus • 2:00 PM - 3:00 PM

Matt Householder, Matt Uelmen, Jay Wilson • 2:30 PM - 3:30 PM

Kevin Curran, Steve Golson • 3:00 PM - 4:00 PM

Pat Contri, Ian Ferguson • 3:30 PM - 4:30 PM

Modern Vintage Gamer • 4:00 PM - 5:00 PM

Two Girls One Ship • 4:30 PM - 5:30 PM

Norman Caruso — The Gaming Historian • 5:00 PM - 6:00 PM

Sega Saturn, Shiro! • 6:00 PM - 7:00 PM

AUTOGRAPH SCHEDULE • SUNDAY

"The Immortal" John Hancock • 11:00 AM - 12:00 PM

"Radical" Reggie Williams • 11:00 AM - 12:00 PM

John Riggs • 12:00 PM - 1:00 PM

Pat Contri • 1:00 PM - 2:00 PM

Stephen Kick • 1:00 PM - 2:00 PM

Caddicarus • 2:00 PM - 3:00 PM

Jeremy Parish • 2:00 PM - 3:00 PM

Chris Kohler • 3:00 PM - 4:00 PM

Adam Koralik • 3:00 PM - 4:00 PM

Tim Lapetino • 4:00 PM - 5:00 PM

Warren Davis • 4:00 PM - 5:00 PM

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PRGE Annual Cosplay Contest

Saturday • 7:30 PM - 9:30 PM • Auditorium **A**

All attendees are invited to attend PRGE in costume and compete in the Cosplay Contest. Enter for your chance to win awesome prizes!

- You do not have to register in advance online, but it is recommended. The last time to sign up will be at the **Cosplay Pre-Meet in the Auditorium **A** at 6:00 PM**
- Make sure you are present, in costume and prepared to explain your costume at the Pre-Meet. If you miss the Pre-Meet you may not be able to participate in the contest.

Categories

- Best in Show (First, Second, and Third place) • Best Kid • Judge's Choice • Honorable Mention

Cosplay Contest Rules:

- PRGE's cosplay event is a walk-on costume contest.
Feel free to be "in character" on stage, but keep in mind that no nudity, profanity, hate-speech, or otherwise offensive language or costumes will be allowed on the stage. This is up to the discretion of the judges.
- Store-bought costumes are not eligible for prizes, but you are welcome and invited to come on stage and have your moment in the spotlight! Some portion of your costume must be hand-made either by yourself or with assistance from family and friends.
- Costumes related to Video Games are preferred, but not required.
We are a gaming convention, but we gladly welcome cosplayers of all fandoms.
- Costumes will be judged according to your level of expertise.
This is to keep things as fair as possible for everyone. Don't worry if this is your first time making a costume, our judges will keep that in mind. Bring a reference image for your costume so our judges can be as fair as possible. This is especially important if your costume is an original concept or character.
- If you're 13 or younger, you will be judged in the Kids' category. Your parent or guardian must be with you at the contest. No, they don't have to come on stage with you.
- You may enter as an individual, a family, or a group.
Keep in mind that if you choose to do this, there is only one prize pack per judging category, and you will need to split the prize with your group.
- Your costume must be self-contained.
No projectiles flying out of props, keep your finger off the trigger, no rocket fists flying out into the audience, no live steel or sharpened edges. If your costume is elaborate or has limited mobility or vision, please have a handler with you to help you on and off the stage. There will be steps. Please inform us in advance if you need accommodation.
- You must have a PRGE admission badge.

PRGE 2022

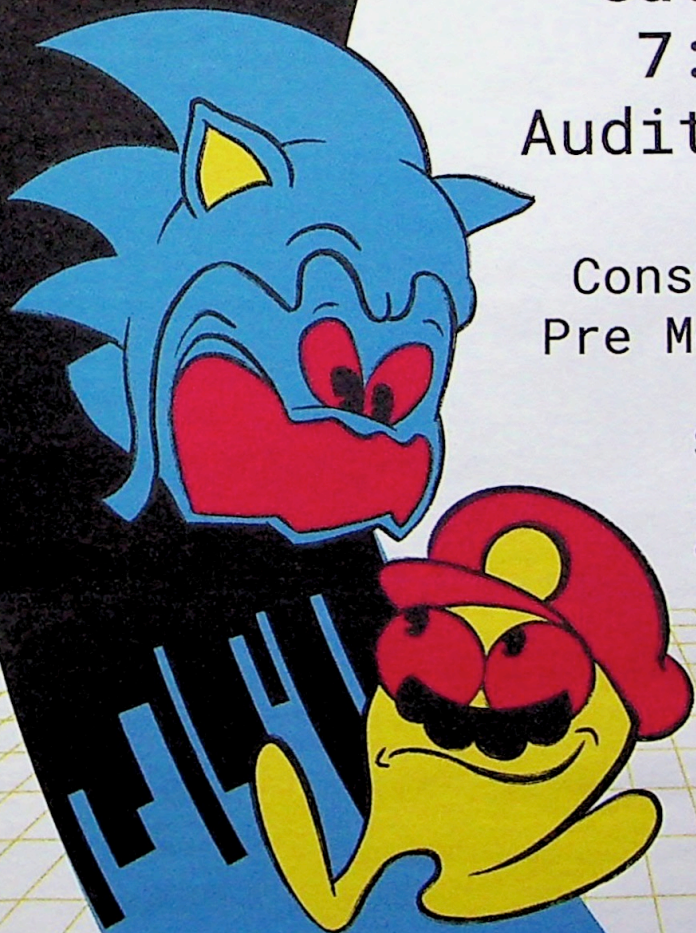
Cosplay Contest

\$1000 worth of prizes!

Saturday
7:30pm
Auditorium A

Contestant
Pre Meet @ 6pm

Scan me for
info, rules,
& sign up!



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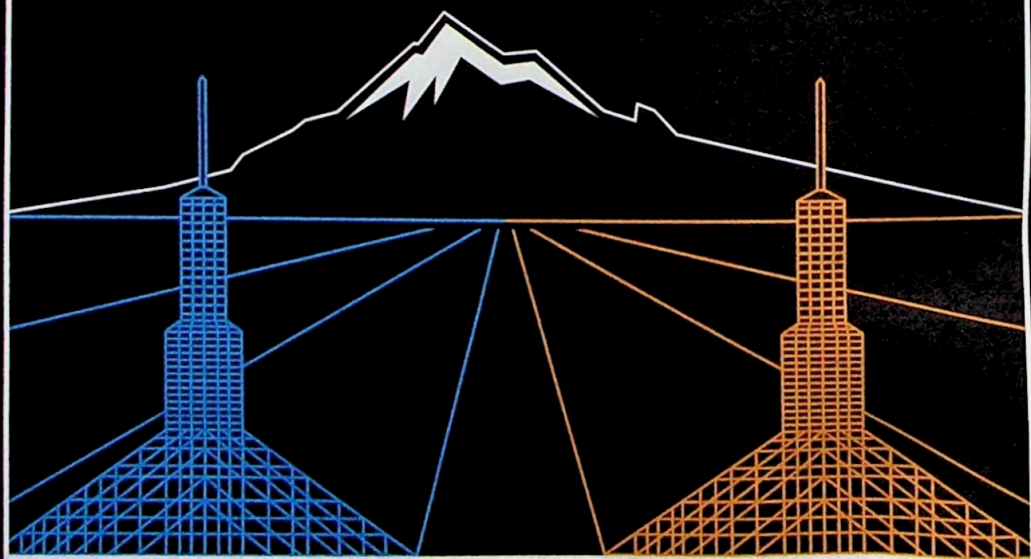
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ROSE CITY

BUMBLE

KILLER QUEEN TOURNAMENT



PORTLAND RETRO GAMING EXPO • 2022

bring gamers together for competition and community. Opposing teams of five race to be the first to defeat the enemy queen, fill their hive with berries, or run the snail home. With a retro-inspired art style and gameplay reminiscent of *Joust*, *Killer Queen* perfectly blends modern indie gaming with an admiration for the classics. Portland Retro Gaming Expo is hosting the Portland community for their first ever Rose City Bumble, a double elimination tournament featuring players from across the country.

Portland's *Killer Queen* community is one of the earliest established *Killer Queen* communities in the country. Since 2015, Portland has hosted regular monthly tournaments, mixers, and even Bumblebash 3—the official *Killer Queen* national tournament of 2018. This year, Rose City Bumble is proud to welcome a roster of players from seven different cities.

Killer Queen will be free to play all day on Friday. Check in with a volunteer in the *Killer Queen* Arena for more opportunities to play over the weekend! Registration for the tournament is closed, but you're invited to the spectator area where you can cheer for the competitors and discuss the game with others. Hype encouraged—we hope to see you there!

Learn more about *Killer Queen* and the Portland community by visiting our panel on Saturday, 10:30 AM – 11:15 AM • Auditorium **B** or check in with one of our friendly volunteers!

Support Provided by:

Portland Retro Gaming Expo • Ground Kontrol • Goin' Gaming • Azmak Makes LLC
Liquid Death • Chill N Fill

For more information on *Killer Queen*, tournament rules, or opportunities to play, please visit: killerqueenpdx.buzz

Special thanks to these local bees:

Tournament Organizers: Alyssa Sweeney • Imandra McKenzie • Jason Galinaitis

Artists: Bowzr • Daniel Bueno • Philip Anthony Bailey

Rose City Bumble — Killer Queen Tournament Schedule

Location: Killer Queen Arena • Retrocade

FRIDAY • Free Play • 12:00 PM – 10:00 PM

SATURDAY

Tournament Check-In • 10:00 AM – 11:45 AM

Group Stage • 12:00 PM – 5:00 PM

Break • 5:00 PM – 6:00 PM

Double Elimination Bracket, Rounds 1-3 • 6:00 PM – 10:00 PM

SUNDAY

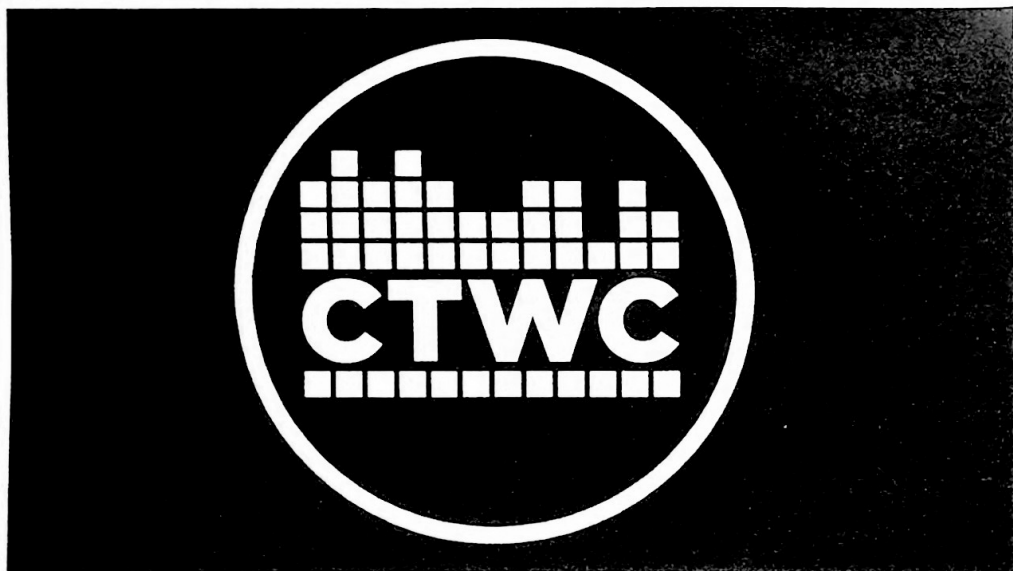
Top 8 Double Elimination Bracket • 12:00 PM – 5:00 PM

CLASSIC TETRIS WORLD CHAMPIONSHIP

After over 10 years of Classic Tetris World Championships, the competition is stronger than ever! Inspired by the historic 1990 Nintendo World Championships, the tournament has brought the love of classic Tetris into the 21st century.

The competition launched in 2010 during the filming of *Ecstasy of Order: The Tetris Masters* to determine the world's greatest *Tetris* player. For the first two years, the competition was held in Los Angeles, California, but in 2012, it moved to the Portland Retro Gaming Expo and has been held here annually ever since.

For schedule details, see page 17.



For the official Rules, visit: thectwc.com/rules/ or scan the QR Code below.



Classic Tetris Tournament • Tetris Arena • Retrocade**FRIDAY QUALIFYING**

- 12:00 PM — Arcade Opens
- 45 Stations
- There are four slots per station: 12:30 PM, 2:45 PM, 5:00 PM, 7:15 PM

SATURDAY QUALIFYING

- 9:00 AM — Arcade Opens
- 9:30 AM — Saturday overflow qualifying slots (limited to special request)
- 11:30 AM — Qualifying Ends. Brackets get filled
- 12:00 PM — Class Picture

SATURDAY Brackets**Silver Rounds 1 & 2 (32 single elimination)**

- 12:30 PM — Round 1 (16 continuous best of 3 matches) -3 hours
- 3:30 PM — Round 2 (8 continuous best of 3 matches) -1.5 hours
- 5:00 PM — Finish

Gold Rounds 1 & 0 (48 single elimination)

- 12:00 PM — Class Photo
- 12:30 PM — Round Zero (16 continuous best of 5 matches) -3 hours
- 2:30 PM — Round 1 (16 continuous best of 5 matches) -3 hours
- 6:30 PM — Finish

SUNDAY Brackets**Silver Top 8**

- 10:00 AM — Tetris Anthem
- 10:30 AM — Round 3 (4 best of 3 matches) -45 minutes
- 11:15 AM — Round 4 (2 best of 5 matches) -45 minutes
- 12:00 PM — Final (1 best of 5 match) -45 minutes

Gold Top 16

- 10:00 AM — Tetris Anthem
- 10:30 AM — Round 2 (8 matches) -2 hours
- 12:30 PM — Break

Gold Top 8

- 1:00 PM — Round 3 (4 matches) -1.5 hours
- 2:30 PM — Round 4 (2 matches) -1.5 hours
- 4:00 PM — FINAL (1 match) -1 hour

Arlo & Lockstin in: *How to YouTube*

Featuring: Arlo & Lockstin • 9:30 AM - 10:15 AM • Auditorium **B**

With a combined 1.7 million subscribers, we've learned a lot over the years, and want to pass that along to you! Join us as we discuss the tips and tricks we've learned to help keep views up on scripted content. An AMA will follow!"

Here's What Happened!

Featuring: Paul E. Niemeyer • 10:00 AM - 10:45 AM • Auditorium **A**

Paul E. Niemeyer regales us with amazing tales of the art world of Bally/Midway of the early '80s, to his work on the original *Mortal Kombat*, and whatever pops into his head along the way!

Killer Queen Arcade: *Strategy and Camaraderie in the 5v5 Arcade Community*

Featuring: Alyssa Sweeney • 10:30 AM - 11:15 AM • Auditorium **B**

Join the hive for a panel discussing *Killer Queen*, the world's only 10-player/5v5 strategy arcade game! Learn the basics of play, details about the huge national community surrounding this unique game, and a brief history about how *Killer Queen* has grown over the years since its release. We'll discuss the Three Ways to Win, an overview of tech and strategy, and how a national following of hundreds of players has affected the game itself. Whether it's your first peek into the game or you're looking to learn more about the local PDX community, we look forward to seeing you! We're definitely not a cult: we won't ask you to drink the Kool-Aid, but have you tried Malört?

Retronauts Podcast: *The History of Food Mascot Games*

Featuring: Bob Mackey, Jeremy Parish, Gary Butterfield • 11:00 AM - 11:45 AM • Auditorium **A**

Not long ago, corporations employed colorful cartoon characters to lure hungry and impressionable children into their dens of corn-based products. And, since this time period happened to overlap with the rise of video games, several representatives from the world of poor nutrition ended up starring in their very own interactive experiences. On this panel, join your friends on the *Retronauts* podcast as they chase the chuck wagon, avoid various Noids, and trace the sordid history of food mascot games.

To Be This Fun Takes AGES

Featuring: GTO The Next Level • 11:30 AM - 12:15 PM • Auditorium **B**

Come join G as he takes you down memory lane of being a Sega kid in a world of Nintendo, talks about *YouTube* creation & live streaming on *Twitch*, sneak a peek of his newest *YouTube* video, have a Q & A, and wrap it up with some fun trivia for prizes! Because to be this fun takes AGES.

Howard Scott Warshaw

12:00 PM - 12:45 PM • Auditorium **A**

Howard Scott Warshaw is a pioneer of the industry. After creating two mega hits for Atari, he was the sole designer and programmer of one of the greatest flops in video gaming. Noted author, psychotherapist and speaker, he shares all the behind the scenes machinations and shenanigans which led to turning one of the most coveted licenses in video game history into a dynasty crushing disaster and ultimately the sub-flooring of the New Mexico desert. He also discusses his experience carrying the moniker "maker of the worst game ever" for three decades. Warshaw's latest book: *"Once Upon Atari: How I made history by killing an industry"* is an iconic work about life in the industry and beyond. It's a tale of hubris, triumph, blind ambition and in the end... resiliency. Join Howard for an introspective discussion and Q & A Session.

Art of Nintendo Power

Featuring: Stephan Reese • 12:30 PM - 1:15 PM • Auditorium **B**

Ever wonder how *Nintendo Power Magazine* was made? Join Stephan Reese (Executive Director of the Interactive Art Collection) for a discussion about the Art of *Nintendo Power*: a look into the original art and production history of *Nintendo Power Magazine*. We will take a look at how some of your favorite art was created, who created it, and how it went from being a hand made piece of art to being published in a print magazine. Don't forget to head over to the PRGE Museum where you can see over a hundred pieces of original artwork used to create *Nintendo Power*!

Caddicarus Live!

1:00 PM - 1:45 PM • Auditorium **A**

Coming from across the pond and making his first Portland Retro Gaming Expo appearance—join Caddicarus for a Q&A session. You won't want to miss this! What questions will he be answering? That's up to the audience.

Diablo Retrospect

Featuring: Matt Householder, Matt Uelmen, Jay Wilson • 1:30 PM - 2:15 PM • Auditorium **B**

Join Matt Householder (Producer *Diablo II*), Matt Uelmen (Sound Designer/Composer/Performer *Diablo*, *Diablo II*, and *Diablo III*), and Jay Wilson (Game Director *Diablo III*) as they recount working on this monster game series.

The Mysteries Of Ms. Pac-Man

Featuring: Kevin Curran, Steve Golson, Tim Lapetino • 2:00 PM - 2:45 PM • Auditorium **A**

Join some of the team who helped create *Ms. Pac-Man* in this panel discussion. Hear the weird and unusual tales of video game's First Lady, *Ms. Pac-Man*, celebrating her 40th birthday! Wild stories about lawsuits with Atari, the Chicago connection, Crazy Otto, and more! Panel discussion with creators Kevin Curran and Steve Golson, moderated by *Pac-Man: Birth of an Icon* co-author Tim Lapetino.

Completely Unnecessary Podcast LIVE!

Featuring: Pat "The NES Punk" Contri & Ian Ferguson • 2:30 PM - 3:15 PM • Auditorium **B**

Join Pat "The NES Punk" Contri and Ian Ferguson as they host a live presentation of their popular *Completely Unnecessary Podcast*, covering gaming, movies, comics, and the latest geek topics. Panel may contain mature language and subject matter. Attendee discretion is advised.



The Carbon Engine - Giving Retro New Life on Modern Consoles

Featuring: Modern Vintage Gamer • 3:00 PM - 3:45 PM • Auditorium **A**

Carbon Engine development aims to breathe new life into releases that are rare, highly sought-after, or otherwise no longer available and make them more accessible to consumers, preservationists, and developers. Furthermore, the Carbon Engine seeks to create a perfectly accurate experience for the player—creating a true "carbon copy" of the original game they played long ago and allowing new players to play games as intended by the developers. Jeremy, Dimitris, Joe and Audi discuss the Carbon Engine, its origins and how it helps preserve and give new life to retro games for all modern platforms.



Two Girls One Ship

Featuring: Jennasis & Virvada • 3:30 PM - 4:15 PM • Auditorium **B**

Join the two girls of the *Two Girls One Ship* podcast as we discuss and analyze the history of video game romance, from the early days of erotic visual novels in 1980s Japan all the way to the hallmark CGI'd significant others from beloved early aughts *Bioware* games. These two girls love love, and digital love is an important societal tool that we hope will continue to appear in countless games to come.



The Gaming Historian

Featuring: Norman Caruso • 4:00 PM - 4:45 PM • Auditorium **A**

Join Norman Caruso as he presents a live episode of his show. The topic is a mystery, but you are sure to learn something new. There will also be a round of *Jeopardy!*, where members of the audience get a chance to show off their knowledge and win prizes. The panel concludes with a Q&A session.



Stories From The Last Blockbuster

Featuring: Sandi Harding • 4:30 PM - 5:15 PM • Auditorium **B**

Do you miss your local video store? Do you have fond memories going to that store and renting the newest movie on a Friday night? Sandi Harding, the general manager of the Last Blockbuster discusses the history of the Bend Store and how it survived the demise of the Corporate Blockbuster Video chain. She will share what it is like to keep the traditional video rental experience alive in 2022.

Why you should own a Saturn in '22

Featuring: **Sega Saturn, Shiro!** • 5:00 PM - 5:45 PM • Auditorium **A**

You've heard the story many times before... the SEGA Saturn was a commercial failure in the US. With a small library and few games to play, after years of struggling, it was discontinued and passed over for the Dreamcast. What if I told you today, not only is new hardware and fan translations being released, but NEW GAMES are being made, and a thriving online community is being formed for the system that could?! Join the SHIRO! Crew to discuss how the Saturn IS our future, and why you should pick up a Saturn now rather than later!".

Double NintenDare

Featuring: **Curtis Bonds** • 5:30 PM - 7:15 PM • Auditorium **B**

On your mark... get set... GO!! Double NintenDare is a Nintendo-themed throwback to the classic kids' game show of a similar name. Put your knowledge and skill of classic and current Nintendo games to the test by answering tricky trivia questions or taking on our special 'Digital Challenges' and finishing the dreaded Mario Maker Obstacle Course! Each player will receive fabulous prizes whether you win or lose, and we'll take you back in time with classic commercials in between rounds.

Live Game Collectibles Auction • 7:00 PM - 11:00 PM • Portland Ballroom 256/257 (2nd Floor)

Presented by Whatnot, the live auction is one of our most popular events! Prior to the auction items will be on display at the Whatnot booth (140) in the Exhibitor Hall. This year, the auction will be live streamed on Whatnot. **Participants, whether they're attending in person, or from a location of their choice, will need to utilize the app to place all bids.** If a winning bidder isn't present, the item will be shipped to them. Those present will have any shipping charges refunded if they want to claim their item after the auction.

Cosplay Contest

7:30 PM - 9:30 PM • Auditorium **A**

Bring your cosplay A-game to Portland Retro Gaming Expo for a chance to win some awesome prizes! Pre Meet begins at 6:00 PM in Auditorium A. For more details, see page 14.

Extra Lives: The Live Experience

8:30 PM - 9:30 PM • Auditorium **B**

Extra Lives is the world's first Audience RPG: a fully narrated choose-your-own-adventure game where YOU are the main character. Plunge into an exciting story with visuals, music, sound effects and footage drawn from the legendary console games of the '80s, '90s and 2000s... and a live score provided by the lovable nerds of Extra Lives. At several key junctures you'll get to vote on how the character proceeds, leading to special story branches. With multiple endings and over 30 possible variations depending on the audience's in-game choices, this immersive feast for the imagination will transport you back to your childhood. To the next level!

Update on the Immortal Video Game Museum

Featuring: John Hancock • 10:15 AM - 11:00 AM • Auditorium **A**

The Immortal John Hancock and team share updates and a very special announcement on the non profit video game museum they've been crafting, answer questions and discusses a basic strategic plan moving forward.

Q&A with Reggie & friends

Featuring: "Radical" Reggie Williams • 10:15 AM - 11:00 AM • Auditorium **B**

"Radical" Reggie Williams is an avid collector of various game types. He is especially a big fan of import gaming. Reggie is also a veteran of the U.S. Army where he served his country. Reggie continues to delight everyone that follows him with his knowledge of retro and current gaming while keeping it real and down to earth. He's very proud of his great collection of games that he's acquired throughout the years and is happy to share his passion of video games with the world. Join Reggie and friends as they answer all your questions in an epic Q&A for the ages!

Game Preservation with Kelsey and Frank

Featuring: Frank Cifaldi & Kelsey Lewin • 11:15 AM - 12:00 PM • Auditorium **A**

What does it mean to preserve the history of video games? What's going on out there in the world of game preservation, and how can you help? Learn more about how we approach the complicated issues involved in saving our industry's history with the co-directors of The Video Game History Foundation!

NES Hacking 101

Featuring: John Riggs • 11:15 AM - 12:00 PM • Auditorium **B**

Join John Riggs as he shows you how to edit the graphics and color and text in most NES games. This panel is very interactive as you'll be able to make suggestions on the characters and elements that are to be modified. You'll come away with a better understanding of how NES games were originally designed and how they can be turned into something new.

Pat "the NES Punk" Contri LIVE!

Featuring: Pat "the NES Punk" Contri • 12:15 PM - 1:00 PM • Auditorium **A**

Join Pat "The NES Punk" Contri as he discusses creating retro gaming content throughout the years—*YouTube* videos, documentaries, podcasts, books, and more. Learn how creating gaming history content has changed and what projects may be planned for the future. The panel includes a Q&A session and maybe a surprise or two.

The History and Mission of Nightdive Studios

Featuring: **Stephen Kick** • 12:15 PM - 1:00 PM • Auditorium **B**

Stephen Kick is the CEO of Nightdive Studios, an independent developer and publisher that specializes in restoring, remastering and re-releasing classic games to be enjoyed once more. Established in 2012, Nightdive has been responsible for 100 plus titles including *Quake*, *Doom 64*, *Shadow Man Remastered*, *Blood: Fresh Supply*, *Turok: Dinosaur Hunter*, *PowerSlave: Exhumed*, *Blade Runner*, *System Shock 2* and the upcoming *System Shock* remake. In this panel Stephen reveals the unlikely origins of Nightdive's inception and the process of remastering a forgotten classic.

Caddicarus Live!

1:15 PM - 2:00 PM • Auditorium **A**

Coming from across the pond and making his first Portland Retro Gaming Expo appearance—join Caddicarus for a Q&A session. You won't want to miss this! What questions will he be answering? That's up to the audience.

Segaiden: Sega's 8-Bit Journey

Featuring: **Jeremy Parish** • 1:15 PM - 2:00 PM • Auditorium **B**

The Mega Drive/Genesis turned Sega a world-class home gaming powerhouse. This presentation is not about that. Instead, it's about the journey that led there—Sega's succession of innovative arcade machines and evolving home consoles through which the company's designers, engineers, and composers perfected their skills. From VIC-Dual to Master System, we celebrate a decade of Sega laying the groundwork for 16-bit world conquest.

Squaresoft: The Weird, Surprising Early History

Featuring: **Chris Kohler** • 2:15 PM - 3:00 PM • Auditorium **A**

Before *Kingdom Hearts*, even before *Final Fantasy*, Square was a tiny Japanese developer trying everything they could think of to come up with a hit. Gaming historian Chris Kohler (Digital Eclipse, *WIRED*) has been studying the early history of one of his favorite game developers, and is ready to present his findings for the first time at PRGE 2022. An hour of surprising discoveries, obscure game footage, and extremely rare artifacts from the early days of Squaresoft!

Games & Giveaways

Featuring: **Josh Hamblin & Sandra** • 2:15 PM - 3:00 PM • Auditorium **B**

Come join Josh from SideQuest Games and Sandra from La_retrorewind as they host an action packed panel with live games, challenges, and, of course, prizes! Participants will be chosen from the audience to compete for their shot at gaming goodness, and glory. Streamed live on Whatnot.

My Year With Pac-ManFeaturing: **Tim Lapetino** • 3:15 PM – 4:00 PM • Auditorium **A**

During the pandemic year of 2020, Tim Lapetino spent the entire calendar year, playing, documenting, discovering, and digging into the depths of the world's favorite yellow dot muncher. Every single day of the year he played Pac-Man games, ate cereal, unearthed bootlegs, and revived old hardware to go where no Pac-Man fan has gone before. Join him as he recounts the wild and weird history of Pac-Man he experienced over the course of 365 days.

Tim Lapetino is the author of the best-selling book, *Art of Atari*, and co-author of *Pac-Man: Birth of an Icon*. He is also editor of *Sky Captain and the Art of Tomorrow* and *Undisputed Street Fighter*, and co-authored the design inspiration book *Damn Good: Top Designers Discuss Their All-Time Favorite Projects*. His work has been featured in more than a dozen books and magazines, has drawn worldwide press coverage, including *The Chicago Tribune*, *USA Today*, *Wired*, *Forbes*, *IGN*, *Polygon*, *Syfy Wire*, *MAXIM*, *Kotaku*, and more. His books have been published in five languages.

40 Years of Q*bertFeaturing: **Warren Davis** • 3:15 PM – 4:00 PM • Auditorium **B**

Warren Davis, designer/programmer of the original *Q*bert* arcade game, tells the history of *Q*bert* from the development of the original game through its reception, its various versions through the years and his recent resurgence in popularity.

Warren Davis worked at Williams where he contributed to *Joust 2* and helped develop the system that became NARC. He was part of the team that created *Terminator 2: Judgment Day* and *Revolution X* featuring Aerosmith. He also created the digitizing system that Williams/Bally/Midway used for many of their hit games of the 1990s including *Mortal Kombat* and *NBA Jam*.

In 2018, he was inducted into the International Video Game Hall of Fame. This past January, his memoir about his years in the coin-op industry—*Creating Q*bert and Other Classic Arcade Games*—was published by Santa Monica Press and is now available worldwide.

Up Close And Personal With Prototype Game ConsolesFeaturing: **Adam Koralik** • 4:15 PM – 5:00 PM • Auditorium **A**

In this panel, YouTuber Adam Koralik will be talking about the history of the Nintendo PlayStation prototype, the Sega Pluto and the Atari Jaguar "Hot Rod" dental equipment. The Sega Pluto and "Hot Rod" will be on site for people to see. Come learn, laugh, and enjoy anecdotes from the only person to have experienced adventures with all three of these rare pieces of hardware.

STORY HOUR WITH MR. BOOMSHAKALAKA!Featuring: **Tim Kitzrow** • 4:15 PM – 5:00 PM • Auditorium **B**

Tim talks about *NBA Jam* turning 30, being the voice of the *NFL Blitz* franchise, the 15 pinball games he's voiced, his latest game *Mutant Football League*, his work with NBA teams and MUCH more!!



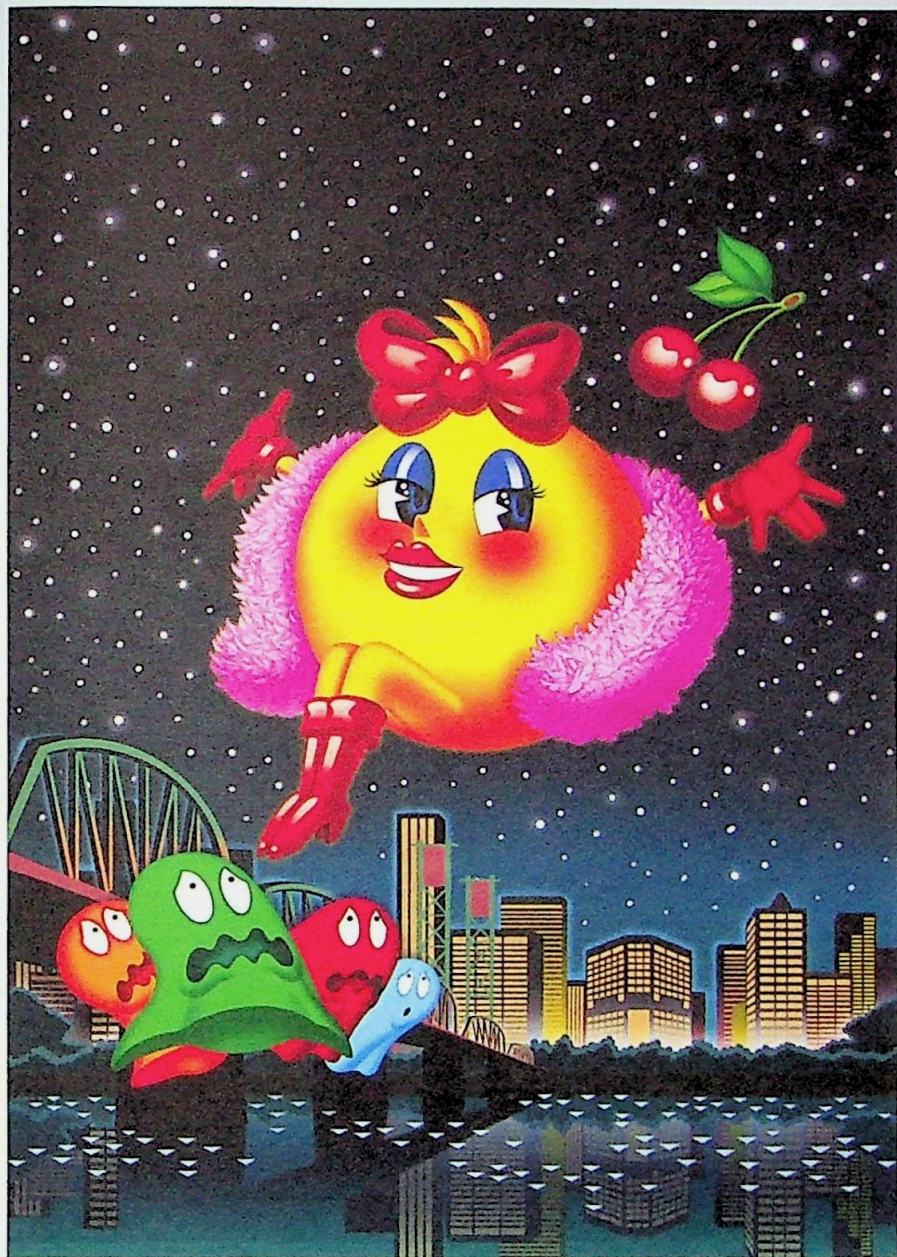
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CAPTURING THE ART OF PAC-MAN

Hiro Kimura was hired right out of school as a staff artist at Atari in 1981. He became one of the artists who helped define video game packaging art of the era, with his beautiful, airbrushed and rendered takes for games like *Yars' Revenge*, *E.T. The Extra-Terrestrial*, and Atari's controversial adaptation of *Pac-Man*. In fact, Kimura created no less than four versions of *Pac-Man* for the company, between a wild, unused version for the 2600, a whimsical design for the Atari 400/800 computers, and a more animated style design



for the final 2600 VCS release. But at the time, he wasn't really keyed into the popularity Pac-Man had enjoyed. "Looking back, I'm embarrassed to admit that I was totally unaware of the game's growing popularity," he said. "It became the worldwide phenomenon as I kept working on the series." Kimura only spent three years at Atari, but left a mark there and a lasting legacy of art at a time when Atari was helping define what video game marketing and design could be.

We are honored to feature the incredible art of Hiro Kimura on our 2022 program covers!



FIGURES ON SEPARATE
 1. BLACK
 2. MAGENTA
 3. PINK
 4. YELLOW
 5. BLUE
 6. WHITE

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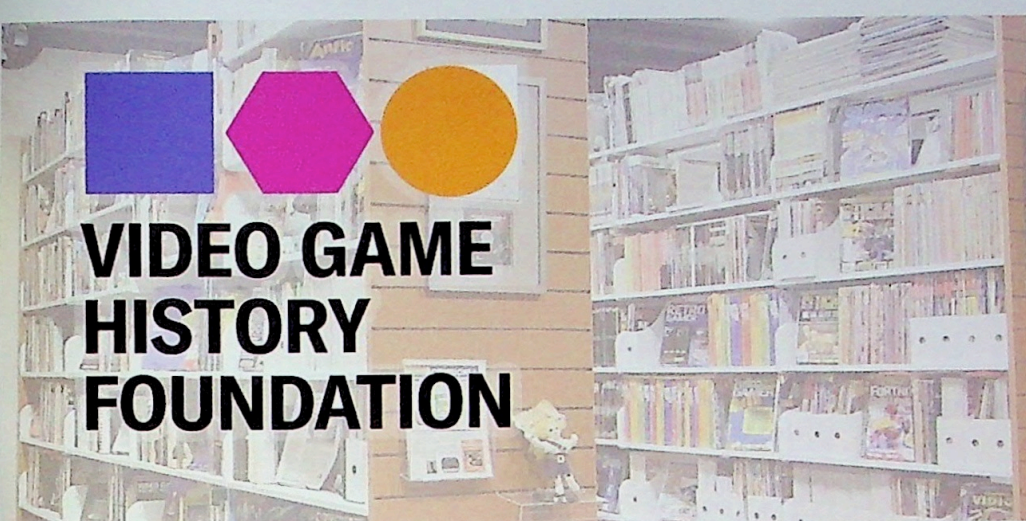


MS. PAC-MAN & PAC-MAN

40 YEARS OF WAKA WAKA



VISIT THIS UNIQUE EXHIBIT
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 ROOMS: **D135/D136**



VIDEO GAME HISTORY FOUNDATION

The Video Game History Foundation is a
501(c)3 non-profit organization
dedicated to preserving, celebrating, and
teaching the history of video games.

We're also the proud organizer of the Portland
Retro Gaming Expo's annual museum!

Come check out this year's exhibit, say hi,
and learn about what we're doing to
save video game history.

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